

# Banjo-Kazooie FAQ/Walkthrough Final

by nm14

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Banjo Kazooie  
Full FAQ/Walkthrough  
By: nm14  
nm14.faqs@gmail.com  
For the Nintendo 64

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T A B L E O F C O N T E N T S

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Welcome to the techniques section of this guide. In this section, I will give you special move button combos, along with descriptions of those moves. These moves are not necessarily difficult, but certainly are necessary for completing the game. Enjoy the section.

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Technique #1: HIGH JUMP - Press and hold A

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The High Jump is really a simple task, but still pretty useful. All you have to do is press and hold A. This will allow Banjo to jump slightly higher than his normal jump. Of course, he can also jump slightly farther using this method. There is a higher jump that you can use, but it is slightly more inconvenient, which can cause some problems when you are surrounded by intense action in a particular level. I guess is sort of depends on the scenerio for when you should use this jump, or the other.

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Technique #2: HIGHER JUMP - Hold Z + Press A

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The higher jump, as I like to call it, is simply a backflip from a crouch position. This is certainly the highest jump that Banjo and Kazooie can perform in this game, so make good use of it to get to higher platforms. Essentially, you are doing a huge backflip, and you are going directly up into the air, which is really important.

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Technique #3: FLUTTER - Press A + Press A (in the air)

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The Flutter move is simply an extra boost after you jump. Kazooie will pop out of the backpack, allowing you to "fly" for an extra second or so. This is a good technique when you are making long jumps, platform to platform. Also, you can get higher, which is useful when you are in water and you need to jump on the land area.

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Technique #4: RAT-A-TAT-RAP - Press A + Press B (in the air)

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The Rat-a-Tat-Rap move is pretty useful, because it gives you an extra boost in the air, like the flutter, but is also used in the form of an attack. What happens is Kazooie pecks three times in the air after you have jumped, and each peck is aimed at one of the enemies. Use this attack for enemies that like to lurk in the air.

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Technique #5: BEAK BARGE - Hold Z + Press B

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The Beak Barge move is less important, mainly because it is extremely slow to perform, and not particularly effective on any enemy. Basically, you will be in crouch position, then charge forward beak first. This is good for defeating strong enemies, or possibly breaking crates or something of the sort. Just think of power, and what you need power to break/defeat, then use this move.

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Technique #6: ROLL - Press B (while running)  
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The roll is a simple technique. You can roll into enemies, which can be useful if you do not like coming too close to them. I do believe that rolling does not make you move any faster, so I would recommend not rolling when you are exploring certain areas. If you can prove me wrong, send me an e-mail, but I have never really timed it.

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Technique #7: TALON TROT - Press Z + Left C Button  
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The Talon Trot is a very useful move, as it allows you to move much faster than regular running, and allows you to run up steeper slopes. Kazooie has much better agility and friction with the ground than Banjo, so putting Kazooie in control can be helpful at times. Of course, you cannot really attack in this position, so you are pretty vulnerable.

=====  
Technique #8: BEAK BUST - Press A + Z Button (while in air)  
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The Beak Bust technique is very powerful in terms of attacking and breaking certain objects. Basically, you will send Kazooie smashing down at the ground, breaking anything in the path. It is very useful to killing smaller enemies on the ground, as well as slow moving enemies. If you see X spots or different patterns in certain areas, try Beak Busting it to see what happens. Sometimes you get lucky and a secret area is revealed.

=====  
Technique #9: FLYING - Press A on a flying pad, A to head up  
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Flying is very useful at times. Basically, you will have to find a flying pad, which is a blue pad with red feathers on it. Then, press A to go shooting into the air. Once you are airborne, you can go anywhere throughout the level, and you won't fall if you continue to press A to head upwards. Of course, you will need Red Feathers to fly, and you lose them while flying. Whenever you find a flying pad, I would recommend using it as often as possible to get to hard to reach areas.

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Technique #10: BEAK BOMB - Press B while flying  
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The Beak Bomb is not used ALL that much, but still is essential to beating the game. Basically, when you are flying, you can charge a sudden thrust forward by pressing the B Button. This will take out any enemy. Look for targets and X spots (on the snowmen) as indications of when to use the Beak Bomb. I would not recommend using this to defeat enemies regularly, because if you miss, you will lose some valuable health, at times.

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Technique #11: SHOCK JUMP - Hold A on a Shock Jump pad  
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The Shock Jump pads are green with Kazooie feet on them. Basically, if you hold A on one of these pads, Kazooie will charge up for a huge jump into the air.





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Just some general tips while playing the game.

1. Use Kazooie's Talon Trot to move quicker.
2. Grab Mumbo Tokens when you can (you will need them).
3. Don't spend all your time with musical notes, unless you want all of them.
4. When collecting Jinjos, try to simply play the level without thinking about collecting them. Naturally, you will find them and save time.
5. Write down Brentilda's comments. Of course, you can always just look at my guide, which gives you all the correct answers :)
6. When jumping from higher heights, use the Flutter just before you hit the ground to save some health.

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### 3.1 Spiral Mountain

[B-K-SPIRA]

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Ok, so starting the game should not be much of a problem. Grunty, your main nemesis in this game, captures your little sister, Tooty. So, you have to go on this fun-filled adventure to recapture your sister. First, you need to understand the basic moves before you can enter Grunty's Lair.

Bottles, your mole friend, will appear in many different mole holes around Spiral Mountain. You must go to each of these and learn a new technique before you can climb the large Spiral Mountain in the center, and move across the bridge into the Lair.

First, move forward until you reach the first mole hill. Speak to Bottles and he will tell you about the camera system. The C-buttons will change the camera view at any time, and the R button will zoom the camera directly behind Banjo. You are going to be pressing the R button ALL the time in this game, so you should probably get used to it right now. For now, head to the left into the next area, with another mole hill.

Here you will learn all about the jumping system. Holding A will allow Banjo to jump slightly higher than a normal jump. Also, pressing A twice in a row will give Banjo a slight boost in the air. You can practice all of this on the tree stumps in the area. At the far northeastern tree stump, you will see a Honeycomb. Six of these will give you another energycomb on your life bar, so these are really important. In fact, there will be six hollow honeycombs in this level. Remember, hollow honeycombs are not the same as solid honeycombs, which are simply life regenerators. Anyway, to get this comb, crouch using Z, then do the backflip by pressing A to get maximum air, onto the stump.

If you continue slightly north of this area, you will find another mole hill where Bottles teaches you about the swimming aspect of this game. There are two types of swimming: leg kicks and arm swings. Leg kicks have more control, but are much slower, and the arm swings are the opposite. Head around the moat until you reach the bridge, where you can find another honeycomb in a small gap on Spiral Mountain. Now, head back to where the last mole hill was and continue north.

Jump around the following platforms, using the extra A boost to get to some of the platforms. At the end, you will gain a third hollow honeycomb. Also, if you jump into the waterfall, you will find a 1-UP, which may be useful. Head back down and cross the small bridge until you reach the next mole hill. This



Jiggy in this world.

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O-----O  
| JIGGY COUNT: 2 |  
O-----O
```

Alright, head back to where the bull was, and climb the slope filled with music notes. Once you get to the top, roll attack the ant enemies, then head to the left up the slope to find a mole hill. You can learn the Talon Trot, which allows Kazooie to take control, moving much faster, and he can go up steep slopes. This is really pretty useful. Use it to get to the music notes up above. Also, grab JINJO (Orange) at the end. Finally, there is a MUMBO TOKEN just behind the structure, which can be used for magic later. Now you can take that shiny Jiggy in the middle.

```
O-----O  
| JIGGY COUNT: 3 |  
O-----O
```

Head back down to where the bull lurks. We have two easy Jiggies right next to Conga again. First, climb his tree to grab an orange. Then, take this orange over to the Chimp just under the area. He will thank you and give you a Jiggy, which will also raise a platform leading to the next Jiggy.

```
O-----O  
| JIGGY COUNT: 4 |  
O-----O
```

So, use the High Jump on this tree stump to get above. There is another mole hill here, which will teach you how to shoot eggs at your enemies. Simply press Z to crouch, then the C-Up button to shoot ahead and C-Down to shoot behind. Head slightly to the right and over to the tree stump that places Conga in full view again. Shoot one egg at him. He will then throw an orange, so dodge it. Do this again, and he will shoot two oranges. Finally, hit him a third time and you will have defeated Conga once and for all. Before grabbing the Jiggy, head back to the mole hill and jump on the platforms to gain some musical notes and a MUMBO TOKEN. Then, head back down and grab the Jiggy.

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O-----O  
| JIGGY COUNT: 5 |  
O-----O
```

Now we are going to want to grab a few Jinjos. Head back to the bull and over to the water. There is a JINJO on the platform sticking out of the water. Also grab the six musical notes that are in the alcove underwater, near the Jinjo. Head all the way back to the beginning of the level and grab the JINJO just to the left of the start point. Now, make your way up to the pathway just to the northeast via a High Jump. Climb all the way until you reach the totem pole area. First, speak to Bottles to learn your third and final move for this stage. This is called the Beak Buster. You have to jump, pressing A, then press Z to slam the ground. Do this on all the surrounding huts. Some will give you musical notes, some blue eggs, and some spit out enemies. Once you hit all of them, you will gain another JIGGY.

```
O-----O  
| JIGGY COUNT: 6 |  
O-----O
```

Now, head over to Mumbo's Hut. There is another JIGGY inside the right eye of the Mumbo Hut. You can grab this by doing the High Jump.

O-----O  
| JIGGY COUNT: 7 |  
O-----O

And, the next task is dealing with that totem pole in the middle. There is a MUMBO TOKEN just under the bridge that leads to Mumbo's Hut, so grab that for starts. Then, head up to the head of the totem pole and fire an egg into the first mouth. It will then disappear and the next totem will fall. Once you have hit all of the totems except the last one, jump on the totem and do a High Jump to gain a HOLLOW HONEYCOMB (1). Hit the final one, going a bit faster than the last couple. Really, it should be a simple process. Once you are finished, you will gain another JIGGY. This is getting pretty easy, eh?

O-----O  
| JIGGY COUNT: 8 |  
O-----O

Note that one of the JINJOS should have been obtained via destroying one of the peripheral huts using the beak buster. Now, you are going to want to use the Talon Trot to move down the steep hill towards the start of the level. There are several ledges here. Most of them contain groups of three musical notes, which should all be collected. Around this time, you should have 50 musical notes out of the 100. Bottles will tell you that you have enough musical notes to get into the next Note Door. I will explain this after you finish this entire world. Continue to the platform with a free JIGGY.

O-----O  
| JIGGY COUNT: 9 |  
O-----O

Also note that you can collect the HOLLOW HONEYCOMB (2) that leads to the water below, in the small alcove. That is all the Hollow Honeycombs you can collect in this level. Now, head back passed the bull and Talon Trot up the other steep slope, collect all the musical notes and the final JINJO. This will give you a free JIGGY right on the spot.

O-----O  
| JIGGY COUNT: 10 |  
O-----O

Ok, now for the final Jiggy, we have to use Mumbo Magic. To do this, we will need a total of 5 Mumbo Tokens. If you do not believe me, you can enter Mumbo's Hut and he will tell you, based on the sign he has posted inside there. So far, we have three Mumbo Tokens. The fourth MUMBO TOKEN is behind the Jinjo that was just to the left of the starting point of the level. Now, we have to head back up to the area just to the left of Mumbo's Hut. There is a small entrance leading to a small mountain. Use the Talon Trot here to jump on the outside of this area to grab the fifth MUMBO TOKEN. Head back out and return to Mumbo's Hut to use Mumbo Magic.

Mumbo will transform you into a small Termite. Ok, so enter the place you just came from and continue around the outside of the mountain. The final musical notes should be in here, so grab them as you make your way up. Once you get to the top, exit out the door. Grab the 1-UP just to your left, then head up the spiral mountain until you reach the top, where you will gain the last JIGGY of this level.

O-----O  
| JIGGY COUNT: 11 |



clips, then hit him using the above attack. Do this three times total, and he will be defeated. Just be warned he starts to clip faster after each hit. Now, you have not obtained the Jiggy yet. Before you enter his shell, head around to the back of the shell to gain the MUMBO TOKEN. Then, enter the shell and grab the musical notes along the path. Kill the Crab enemy in here, then take your JIGGY!

```
O-----O
| JIGGY COUNT: 13 |
O-----O
```

Once you exit, you can climb the trees for some more Red Feathers. First, make your way to the water area. Notice a moldly-like wall in around the water. You have to swim there, underwater, to find a HOLLOW HONEYCOMB in the small alcove. Note that the Shark will be following you, so try to do this fast. Your best bet is to make it alive, whether he hits you a few times. You can get health on the bach quickly. In fact, once you get onto the beach, head forward to take out the crab enemy and enter the main area. Ignore the ship for now, but climb the trees to gain four musical notes a piece. Then, use the red crates to your right to get to the higher level. Once up here, you can collect the many musical notes, but speak to Bottles just above the crates when you are done.

He will teach you the Shock Jump, which when holding A on a Shock Jump pad, launches Kazooie way up in the air. Use the following Shock Jumps to grab a JINJO, MUMBO TOKEN, and some musical notes. To get to the Jinjo, you will have to launch from the ground, instead of from the pad, so keep that in mind. Then, head to the high ledge where some musical notes are guarded by an enemy. Head towards the main mountain and use the Shock Pads to get the JIGGY in the alcove.

```
O-----O
| JIGGY COUNT: 14 |
O-----O
```

Now, head down to the beach area where you will find another MUMBO TOKEN just behind the area leading to the water and the wall. High Jump into the treasure chests, timing your jump so they don't chomp you. You can grab some Feathers and musical notes. Then, make your way down the skinny path. Once you get to the larger structure, climb it around, avoiding the gaps and such, and make your way to the top. Beak Bust the large X to gain a clue. We cannot use this right now, but later we will. Just jump down and swim to the underpass. Use the crates to save yourself from Cruncher, the Shark. Grab the MUMBO TOKEN just below the underpass. Then, head back to the small pass ahead. Instead of going up the bridge, head under and around to some Red Feathers and some crates in the water.

Jump from crate to crate and over to the ledges with eggs on them. Keep making your way up until you get to a JIGGY. It takes some practice, so be patient when you make your jumps. Getting back up here takes some time.

```
O-----O
| JIGGY COUNT: 15 |
O-----O
```

Head back to shore to where Nipper was. Then, use the Shock Jump pad to get to the upper level and over to the large treasure chest. You can jump into the large treasure chest to get some eggs. Also, head over to the skinny bridge to gain some notes and hit another red x clue. Then, use the Shock Pad at the back area to get to the next level. There is a MUMBO TOKEN underwater here. You can take out some of the enemies, then make your way to the next Shock pad. Up here, you can use another Shock Pad to get to the upper level. To your

left is a ledge that leads to another JINJO. Then, head into the large pool and the bottom contains a JIGGY.

```
O-----O
| JIGGY COUNT: 16 |
O-----O
```

Now, let's head over to that large mysterious ship in the middle of the level. Climb the side of the ship and grab the musical notes. At the top, speak to Bottles to learn how to fly. Simply press A on a flying pad. For now, leave the pad. Head back down and grab the musical notes on the other side. Then, head around to the middle of the deck and climb the center pole to get another MUMBO TOKEN. Speak to Cap'n Blubber, and he will tell you that he has lost his missing treasure. You have to find his gold and bring it back to him to gain this next Jiggy.

The first gold piece can be found by jumping off the ship, then under water there is one entrance into the ship. Head into there, then grab the musical notes and the golden piece. Go back onto the ship and give the gold to Blubbs. Then, make your way around the ship to find a small square just lower than the rest of the ship. Beak Bust this part to get to the other side of the ship. Grab the MUMBO TOKEN here, the musical notes, and the final gold piece. Head pack up using a High Jump on the crate, then give the gold to Blubbs. He will reward you with a JIGGY.

```
O-----O
| JIGGY COUNT: 17 |
O-----O
```

Now, you are going to want to head back up to that flying pad on the top of the ship. Fly towards the underpass, then to the left to find a large treasure chest, chomping away. There is a JIGGY inside this chest, so take the freebee.

```
O-----O
| JIGGY COUNT: 18 |
O-----O
```

Head back to the previous flying pad and grab the green JINJO at the top of the large pole. Now, fly over to the underpass, this time going right instead of left. Grab the music note and enter the next area. Make your way to the top of this small mountain, to reach a lighthouse. Behind the lighthouse is a Witch pad, so pound it to trigger an outside Jiggy. Then, head over to the front of the lighthouse and Beak Barge the door to grab a MUMBO TOKEN. Head inside and grab the music notes. Use the Shock Jump pad to gain the JIGGY on the top.

```
O-----O
| JIGGY COUNT: 19 |
O-----O
```

Go back to the same flying pad and fly over to the large spiral mountain just ahead. Here, use the flying pad and climb those brown wooden stairs ahead, grabbing the musical notes on the way. You will find two MUMBO TOKENS in the treasure chest ahead. Make your way to this familiar area. Go over to the flying pad that you did not use before. Use this flying pad to get to the next few, following the clues as directions. Finally, you will get to a question mark. Just jump down to the large X and kill the enemy. Then, slam the X and a treasure chest will pop out and jump in a circle. Slam the chest and you gain the JIGGY.

```
O-----O
```



First, jump down into the water pit below. Then, kill the crab on the land just ahead. Make your way to the west wall. Notice a black pipe. Jump to it and climb to the upper level. Make your way across the pipe, avoiding the enemies that pop out of the dark holes. Simply wait for them to pop out, then go back into the hole, then you can cross safely. Grab the musical notes and feathers in this area. You can then jump to the next pipe and over to the MUMBO TOKEN. Continue to the next pipe with the feathers, then grab the JINJO, avoiding the enemies on this pipe. Once you have collected the Jinjo, you can head back down to normal level, into the large pit of water ahead.

First, you should swim down into the tunnel with musical notes. You will meet Clanker here, who really wants fresh air. So, we will give it to him by first going to the upper level to gain some air health. Then, follow his chain all the way down to the bottom of the level. There should be a golden key. You must swim through the key hole three times to raise Clanker. Note that this can not be done in one dive unless you use the air bubbles that the fish provide. If you do not use those bubbles (and it is hard to control under water, let's face it) then you can simply make two or three trips down to the key hole. Once you have completed the process, you can jump onto Clanker's fin, then High Jump to the main body. Collect the musical notes here and grab the JIGGY.

```
O-----O
| JIGGY COUNT: 24 |
O-----O
```

Now that you are on Clanker, make your way over to the screw that keeps going way up into the air. When it comes down, move on top of it. Once it pushes you to the top of the level, quickly head onto the platform. Make your way across the skinny bridge with the musical notes, then High Jump to the JIGGY.

```
O-----O
| JIGGY COUNT: 25 |
O-----O
```

Make your way back to the top of Clanker. Head back to the tail and climb it to the top. Time your jump so you land on the platform with all the Red Feathers just ahead. Notice the caged Jiggy ahead? Well, if you shoot three blue eggs at the cage door, it will open! Simply jump ahead to the green pipe that leads to the JIGGY.

```
O-----O
| JIGGY COUNT: 26 |
O-----O
```

Make your way down the row of musical notes. Grab the MUMBO TOKEN that is guarded by another enemy that pops out of that large hole. Alright, time to head back over to that lovely Clanker body. Instead of going on TOP of the screw that pops out, wait until it goes up, then enter the small hole. Down here, you can hit the Witch switch just behind you. There is a row of notes ahead, leading to a Jiggy. Tons of blades are swinging too. I would recommend using Kazooie to run through this part. For the first couple, you can take a break in between passing a blade. But for the rest, just take the risk and make your way to the JIGGY.

```
O-----O
| JIGGY COUNT: 27 |
O-----O
```

Enter the next room, drop into the water and swim through the small tunnel.

Grab all the notes here, including a MUMBO TOKEN above. There are a few crabs to distract you, but no big deal. Anyway, make your way back to the flying pad in the previous room. Make your way across the room to the opening with a Gold Feather on the other side. In the next room, Bottles will teach you the Invulnerability move. This uses Golden Feathers, but protects you from anything. So, use the new move to get passed the faster blades to gain the musical notes and the JIGGY.

O-----O  
| JIGGY COUNT: 28 |  
O-----O

Make your way back to the previous room. Welcome to another mini-game. This one is not that bad, but still a bit challenging.

#### Mini-Game - Loop Swim

-----  
For this mini-game, you are going to want to follow the GREEN loops. So, first find the green loop around and jump through it. As soon as you do this, the timer of 50 seconds will begin. Now, you must find the next green loop and continue to do this until you have jumped/swam through all of them. Basically, you will have to swim through one, then jump to a crate and jump through this loop. Then make your way back underwater and swim through another one. Quickly turn to the right and jump to the crate. Try to jump both of these loops in a row, using the Flutter to help. Then, make your way ahead, under water, to get the last loop. Once all have been passed, you can grab the JIGGY after the water raises to the proper level.

O-----O  
| JIGGY COUNT: 29 |  
O-----O

Ok, head over to the new location with musical notes. Grab the JINJO at the bottom of the pit. Then, swim through to exit Clanker. Now, make your way to the front of Clanker. Remember he complained about a toothache? Well, you will notice two golden teeth. If you find the two platforms in front of Clanker, you will be able to shoot three blue eggs at each tooth. When you do this, you can enter the left tooth hole to get the JIGGY. You can also enter the right toothhole to gain the MUMBO TOKEN that you saw inside of Clanker.

O-----O  
| JIGGY COUNT: 30 |  
O-----O

Now head to the platform with a bee hive guarded by an enemy. Climb the pipe to get to a Shock Jump pad. Use this to get to the upper hole. Use the flutter to get from hole to hole. There is one musical note and a 1-UP at the end, so make sure you keep going if you want those. Head into the water. Look for an orange colored hole under water. There is a MUMBO TOKEN at the end of this tunnel. Also find the tunnel with the blue JINJO. There is a small pass at the very bottom of this area full of musical notes. Look for a caged Jiggy under water, to the right of Clanker. The passage to the left of that is your next destination. Swim through this long passage to gain the JIGGY.

O-----O  
| JIGGY COUNT: 31 |  
O-----O

Quickly make your way back to the main area and swim to the top to catch your breath. Now, head to the back of Clanker and find the tunnel here. Swim through



into his mouth, triggering a new crocodile in another location. You are going to have to feed him a blue egg when you get to that portion of the world, just so you are aware.

Head to the right where the frog is. Use the Talon Trot to safely get passed him, and you will reach Bottles already! This move is not all that great, except for maybe this level, but you learn to use the Wading Boots. Head back over the large pole and you can climb to get some feathers. Then, use the wading boots to grab the MUMBO TOKEN behind the yellow JINJO. Then make your way across the bridge to gain some musical notes. Ignore the frog here, then jump to the green bridge with some more musical notes. There will be a Jiggy switch here, revealing a Jiggy in the distance. Quickly change to Talon Trot, then make your way up the green slope. You have a good amount of time, so don't rush too much. Still, keep on your toes. Ignore any items right now, and just focus on getting the Jiggy. Once there, you will have the first JIGGY of this world.

```
O-----O
| JIGGY COUNT: 35 |
O-----O
```

Now, head back and grab the missed notes, MUMBO TOKEN, and the green JINJO. Also remember to feed the golden crocodile while you are up here. Now make your way back to that Jiggy switch. Cross the next bridge to get to a few stumps. Use the Wading Boots in one of the stumps to grab the notes around the large pink egg ahead. Then, use the Shock Jump pad to get to the top of the egg. Beak Bust the X on top. Now, use a Rat-a-Tat-Rap on the upper side of the egg. Continue hitting the X on the egg, using all your moves, then grab the JIGGY left behind.

```
O-----O
| JIGGY COUNT: 36 |
O-----O
```

Make your way back to the Jiggy Switch. There are tons of options here. I would start by going towards the Shock Jump pad. You will basically beak bust each hut, revealing another Shock Jump pad. As you get closer to the top, the witch switch in this level will pop out of one of the huts. Also, there is another golden crocodile up here. First, destroy the hut, then shoot the blue egg into the mouth. Finally, use the Shock Jump pad to gain the MUMBO TOKEN. Continue going up until you reach the final hut. Smash it and you will gain another JIGGY!

```
O-----O
| JIGGY COUNT: 37 |
O-----O
```

Now when you head back down towards the Jiggy Switch, you will probably notice a lot of goodies on the bottom of the swamp (notes, Jinjo, Mumbo Tokens, etc.). You can grab these later. You need to transform to a crocodile via Mumbo Magic later in the level.

For now, head over to the large turtle. When you move up to him, he will explain that his poor feet are cold and numb! Oh, my! What can we do? Well, we can Beak Bust all four of his legs. To get around the backside of the turtle, you must use the platforms to the right of the turtle. Once all are smashed, you will gain another JIGGY.

```
O-----O
| JIGGY COUNT: 38 |
```

O-----O

### Mini-Game - Conducting in the Turtle

Something you also should have noticed was that the turtle opened his mouth along with giving you the Jiggy. So, enter his mouth. In here, there are some musical notes along the edges of the area. Then, move up to the conductor and he will explain the game. He will conduct a song via his choir. Just so you are forewarned, this is the WORST choir you will ever hear in your life. You could not even sing worse. Anyway, you must memorize the patterns that the turtles squeak. There are two dark blue turtles, so it is kind of hard to distinguish the two via stating the colors out loud. Try to use "center" and "back blue" for those. For the rest, call out their colors. There are three rounds, each one getting slightly longer. The last one is pretty intense. If you guess wrong, you will only lose one honeycomb, so you have a few guesses. After you complete all of the rounds, you gain a JIGGY.

O-----O  
| JIGGY COUNT: 39 |  
O-----O

Ok, now that you are done with the turtle, you can High Jump on top of the turtle and collect the Wading Boots. Go all the way out into the area and find the pole with the JINJO on top. Now, head back to the central area and find the large dragon. Ignore it for now, and continue up the path towards the bee hive. You will notice a pair of Wading Boots to the left. Grab them, and make your way around the wooden maze to grab some musical notes. You will have a few breaks where you can refill your Wading Boot timer. At the end you will find another Jiggy Switch. First, zoom your camera angle to its facing the skinny bridge outside the wooden maze. Then, pound the switch. You have 10 seconds to get the Jiggy across this bridge. It really is easy, just run forward, turn a bit, then jump to the JIGGY.

O-----O  
| JIGGY COUNT: 40 |  
O-----O

Now, head back inside the maze and grab the Wading Boots and continue down the path. You will find Mumbo's Hut! Head behind the hut to find a MUMBO TOKEN. Inside, you will need 10 Mumbo Tokens, which should be pretty easy at this point. You will transform into a crocodile. You can exit the maze area at a small gap in front of the Mumbo Hut. Head down to the Dragon face and enter his nostril. Yes, another mini-game.

### Mini-Game - Mr. Vile's Eating Contest

Mr. Vile's Eating Contest is pretty difficult, especially if you do not have the faster running shoes (which aren't obtained until later in the game). Still I beat this mini-game without the shoes, so it can't be THAT hard. Anyway, there are three rounds to the game. The first round, you will have to eat the red vegetables that pop out of the ground. For each one you eat, you gain a point. Mr. Vile also eats them, and gains points. Your goal is to have eaten more than Mr. Vile within the time limit. The second game is simply eating the red vegetables, and avoiding the yellow vegetables. This is slightly harder because there are less red ones to eat, which means after gulp is pretty important. Finally, the third match is eating whichever vegetable is on the screen above. Of course, the tactics to beating Mr. Vile are the most important so I will get to them right now. Basically, eating the same amount as Mr. Vile is really easy. It is getting that one or two more that makes it so difficult. Therefore, if you simply sit away from Mr. Vile and eat, you won't have a good



towards the Grunty statue area.

Back here, you must first go to the door opposite you right now. There are some platforms leading to it. This is a note door, with the a number of 260. I think you should have no problem with this, so enter the door into the next area. Go towards the left wall and break it using blue egg shots. Defeat the enemy in your path and hit the switch to reveal a Shock Jump pad for the Grunty statue with the Jiggy inside. Use the pad to jump into the pot and land on the JIGGY.

O-----O  
| JIGGY COUNT: 45 |  
O-----O

Now head back to where the Shock Jump pad is. Make your way up the stairs to the left into the next area. Ignore the Note Door for now. Simply head to the right into the frozen cave area. Welcome to the entrance to the next level, Freezeezy Peak! Head on into this snowy level.

-OO-  
3.11 Freezeezy Peak [B-K-FREEZ]  
-OO-

Welcome to Freezeezy Peak, a world full of snow and ice. There is, again, one new move to learn in this level, and it is relatively easy to find. First, head into the igloo directly to your right at the start. There are a bunch of crying kids who are waiting for their father to bring back presents. Unfortunately, their father has been missing for a while. Head outside and slide down the ramp of notes ahead.

Boggy, the father, is here! He is sick to his stomach after eating a Jiggy. We can get this later, but for now, head down and collect more musical notes. If you move slightly to the left, ignoring those pesky snowballs from the large snowmen, you will find a large christmas tree with a present at the end of a brown conveyer belt. Do a Beak Bust on this present to speak to the christmas lights. They need to get to the tree, but munchers keep eating them on the way over there. Your job is to protect them get to the tree. There are three munchers on the conveyer belt. To defeat them, use the Rat-a-Tat-Rap move. It is certainly the most efficient move in this area. Always hit the first one, second, third, in that order. If you do it any other way, you will never get any lights to the tree! You must get 10 lights to the tree to complete this challenge. Once finished, a yellow button appears behind the tree.

Head around to the back of the tree and defeat the ice block using the Beak Barge (Z+B). Then, shoot three blue eggs over at the button to turn the lights on. Suddenly, a timer begins! You must get to the "Star" at the top of the tree. The best way of doing this is flying, of course. Make your way to the front of the tree and over to the left. Ignore musical notes, Bottles, and anything. Just jump on the platform and over to the flying pad. Fly to the tree and head through the yellow star three times. This will unlock a Jiggy inside the tree. So, head into the center of the tree and climb the trunk.

In here, you can collect musical notes and a PRESENT. This present is used to satisfy those sad children of Boggy. Climb all the way to the top and High Jump to get the JIGGY. Also grab the MUMBO TOKEN at the tree's base.

O-----O  
| JIGGY COUNT: 46 |  
O-----O

Now, head back over to where the flying pad was. Grab the MUMBO TOKEN behind the platforms, as well as the JINJO and musical notes on the platforms. Then, speak to Bottles and learn the Beak Bomb. This move charges Kazooie like a bullet, while you are flying. It costs one Red Feather. You can use this move to destroy those snowmen who constantly throw those damn accurate snowballs. There are two snowmen just near the flying pad. One reveals a MUMBO TOKEN, and the other reveals the Witch Switch, which needs to be slammed. There are two more snowmen around the the huge snowman in the middle. One reveals a HOLLOW HONEYCOMB, while the other, once defeated, will trigger a Jiggy at the very top of the snowman.

First, head over to the houses and grab the musical notes on top. There is also the green JINJO just behind the far house. Head to the top of this house and use the flying pad to fly all the way to the top of the large snowman in the middle. Defeat the ice blocks and claim your JIGGY.

```
O-----O
| JIGGY COUNT: 47 |
O-----O
```

Collect all the musical notes here, then use the Flutter to drop one level on the snowman. Collect the blue eggs and drop through the hole to gain a PRESENT. Make your way around this scarf to gain more musical notes. Jump to the icy area to gain the blue JINJO as well. Then, look for the wooden planks near the two Shock Jump pads. Find the long plank (the pipe, in other words) and cross it until you reach the large part, which holds a JIGGY.

```
O-----O
| JIGGY COUNT: 48 |
O-----O
```

For another quick Jiggy, use the sled near the scarf of the snowman to slide and grab a MUMBO TOKEN. Also, you will hit Boggy, coughing the Jiggy that he swalled up. Grab the JIGGY and head back down to normal level.

```
O-----O
| JIGGY COUNT: 49 |
O-----O
```

Time to find the third present. Make your way back towards the houses. Climb the path where the annoying snowman USED to be. Then, look to your left and down. There should be a snowy platform in the water with the final PRESENT on it. Grab it, then return all the way back to the igloo to gain your JIGGY.

```
O-----O
| JIGGY COUNT: 50 |
O-----O
```

Now it is time to use our Mumbo Magic. Make your way back to the main area, then over to the houses. You will see Mumbo's Hut there. You need 15 Mumbo Tokens to transform, so make sure you have that many. Once over there, grab the notes and JINJO inside the hut, at the top level. Use a High Jump to get there. Then, make your way back towards the houses to gain the final musical notes in the icy water. Then, head over to the left most icy slope to find Boggy. You will have to race him in a little mini-game.

#### Mini-Game - Boggy's Sled Race

-----  
Boggy only accepts challenges with smaller opponents, so you must be the walrus in order to challenge him. Hop onto your sled. You can still jump on the sled,





Head towards the back area. There are tons of musical notes along the pyramids, stairs, and around the middle sector. Grab them all, then make your way to the far northeast pyramid. Go behind, collect more notes, and grab the green JINJO and hit the Hollow Honeycomb switch, revealing a honeycomb in the middle of a cactus hole. Then, head up to the top of this pyramid and hit the switch. Now, fall back down towards the entrance of the pyramid and you get to play a little mini-game.

#### Mini-Game - Mummy Matching

-----  
A mummy will be chasing you throughout this 100 second matching game. You can always stun it by hitting it, but it will never die. You must Beak Bust the squares of the room to reveal a certain picture of an item. Then, you must find the matching picture. It is just like the game Memory. Honestly, it should be really easy within this time limit. Just go one by one, remembering where a couple are, then find those matches. Never try to remember more than three, because then it gets confusing. Once you are finished, grab the JIGGY in the middle of the area.

```
O-----O
| JIGGY COUNT: 58 |
O-----O
```

Now, head over to the side of the pyramid and wait for the magic carpet to arrive. Once it does, it will disappear, but then return. When it returns, jump onto it, then ride it over to Gobi. Free Gobi by Beak Busting the rock he is changed to. He will thank you with a JIGGY. Collect the feathers too.

```
O-----O
| JIGGY COUNT: 59 |
O-----O
```

Now, head to the large circular area with the platforms coming from the quicksand below. There is a small sphinx face near one platform. Once you jump to the platform, it will begin to move left and right. Feed the mouth three blue eggs to trigger part of a pyramid, as well as another face. Do the same on the platform to the right. Again, repeat this for the sphinx to the right and then enter the pyramid at its final form.

Now, as you enter you will hear Kind Sandybutt speak to you, telling you to turn back! Oh no, we must be shaking, especially when he has such a super scary name! Once in the maze, a timer will begin. No worries, it is really simple. Head to the left and make your way around the outer area to find the Witch Switch. Then, head slightly back and towards the middle until you reach the mummy. Dodge him, making you way towards the exit of the maze. Here, you will find a JINJO and JIGGY. The Jinjo is in the pot, and the Jiggy is in the tomb.

```
O-----O
| JIGGY COUNT: 60 |
O-----O
```

Now, make your way out of the tomb using the small exit to the north of the golden tomb. Then, head behind the larger pyramid in the back to find Wading Boots. Use these to grab the musical notes towards the hand carrying the Jiggy to the west. Want to get that Jiggy, right? Well, head back towards the Wading Boots and over to the sandy slope. Talon Trot up there to find Running Shoes! Use them to get over to the large hand and quickly grab the JIGGY.

```
O-----O
| JIGGY COUNT: 61 |
```





| JIGGY COUNT: 69 |  
O-----O

Now, we can move towards the grassy area to the north. Grab the line of notes just ahead, then enter the area where the light is emitted in many directions. Defeat the skeletons using Golden Feathers, then head around the small cabin to find a Shock Jump pad. Once on the roof, use Talon Trot to grab the notes and the MUMBO TOKEN on the right light. Then, drop back down and bust open the door. Enter.

#### Mini-Game - Bucket Spelling

-----  
This mini-game is similar to that in Treasure Trove Cove. You will have to spell out the same old boring Banjo Kazooie. To do this, jump into the bucket and jump on the designated letters. The trick, however, is that you must dodge the enemy. There is a ghost that will chase you, so watch out. Also, there is a witch area that will hurt you if you jump on it! Spell the words out and you gain a JIGGY.

O-----O  
| JIGGY COUNT: 70 |  
O-----O

Now, head out of the cabin and move slightly to the left to find a MUMBO TOKEN in the small dead-end, guarded by another skeleton. Then, make your way back out of here. For this next area, you will have to dump an egg into each pot. There are five total. Avoid the enemies and take your time with it. Once you feed all the pots, you gain another JIGGY.

O-----O  
| JIGGY COUNT: 71 |  
O-----O

Now, make your way over towards the front door of the mansion and use the large stone to jump above this door. Move over towards the clock, jumping a few levels. There is a MUMBO TOKEN just around the corner. Once you get that, enter the clock area. Collect the musical notes in this area and use the Shock Jump pad to get to a pole. Climb this pole to the top and jump to claim your next JIGGY.

O-----O  
| JIGGY COUNT: 72 |  
O-----O

Now, make your way back to the start point. Head towards the left until you reach another Shock Jump pad guarded by a few skeletons. Ignore them (don't even waste your Golden Feathers) and jump to the JINJO up here. One more to go for the Jiggy. So, head up towards the second level of the mansion and you should be able to jump to the green bush maze. Do not fall, but use the height to your advantage, moving to the west to find the final JINJO, revealing your JIGGY.

O-----O  
| JIGGY COUNT: 73 |  
O-----O

Now, make your way back to the fountain area where we found the last Jinjo. If you did not collect the notes around here, I would suggest doing so :) Then, move up the stairs to find a pair of Running Shoes and a switch. This switch opens the front door of the mansion. You have limited time, so get there





head back to the top of the boat. Find the ladder to your left and climb it until you reach the pipe with the door. Break open this door by means of attacking it, and enter. Climb steadily down the ladder. There are directions, one leads to a HOLLOW HONEYCOMB and the other leads to the next room. Collect the item and then move along.

This next room will test your ability to jump, quickly and accurately. For the most part, this game has been pretty easy in terms of controlling, but this can get a bit difficult. There is the bridge that turns every once in a while, so make your way across the bridge, grabbing the MUMBO TOKEN if you can. Then, jump to the three platforms and turn until you see another bridge, also timely rotating. Wait until it rotates, then continue. Do this one more time until you reach the blades that slow down once in a while. You will have to try to get through without being hit. Wait until it slows down, of course.

Your reward for this long journey are some more musical notes and a JIGGY.

```
O-----O
| JIGGY COUNT: 81 |
O-----O
```

Now, head back across the blades and over to the left on the bridge. Continue over the small gap until you reach the propeller switch. Now you can either backtrack to the next propeller switch, as you did before, or you can try to cross the double blades to get there instantaneously. It is really dependent on how much health you currently have. Either way, you will find the second switch. Now, hit it and be prepared to go as fast as possible all the way out of here, towards the back of the boat. Jump into the water and dive into the water to find the JIGGY behind the stopped propellers. This is easy to explain, but very hard to do. I would recommend trying to do this was one first, at least if you really want all 100 musical notes. Doing it over and over again can really suck.

```
O-----O
| JIGGY COUNT: 82 |
O-----O
```

Look for the crates to your left and swim over to them as fast as you can. You probably are low on oxygen. Once there, you will have to find the JINJO in the alcove of the wall just near that crate. Quickly swim there, and back to the crate. Get OUT of the water as soon as possible, as your oxygen will suffer in this oily water, even if you are not under. Make your way to the platform ahead and collect the musical notes. Now, make your way towards the Toll sign. Shoot two eggs into the hole to pay the toll. Cross the bridge to find the next JINJO and Snacker, your favorite shark from Treasure Trove Cove. Continue passed the open fence just ahead for a little breather from those insane Jiggies before.

Head back towards the toll area and pay it four eggs to extend the bridge over to the MUMBO TOKEN. You can also Talon Trot up to that large barn. Break the windows using a Beak Bust. Climb up the crates to find a handsome JIGGY just for us. Claim it and head back to the barn area to find a posionous area. You should be able to cross using the small barrels to find the next JINJO. Now, head back out to sea (if you could call it that).

```
O-----O
| JIGGY COUNT: 83 |
O-----O
```

Head to land as soon as possible. Then, you will notice a fish who is caught on the anchor of the large middle boat. If you can rescue this fish, you can

also obtain another Jiggy. So, once your oxygen tank is full, head back in the water and over to the anchor hole. Swim through and quickly jump to land again. Defeat the enemies and you should find an anchor switch. This will raise the anchor, freeing the large fish! Now, you can grab the JIGGY that is left in that general area.

```
O-----O
| JIGGY COUNT: 84 |
O-----O
```

Head back to the barn area and over the poison pond with the last Jinjo. Then, pay the toll in this area to form the next bridge. There is another MUMBO TOKEN in this area, so grab it. Make your way across until the bridge ends. Head into the small areas to find a bunch of explosives and musical notes. If you defeat all these enemies, you get a 1-UP. Continue to the crate with a small hole. Down here are some enemies, Red Feathers, and a JINJO. One more to go for the Jiggy. Now, head back towards the Shock Jump pad and you should be able to reach a switch. Hit it and go for the JIGGY. You only have 15 secs.

```
O-----O
| JIGGY COUNT: 85 |
O-----O
```

Now that you are on the boat, head down the side and look at the windows very closely. There is a different one, so Rat-a-Tat-Rap this one and enter the middle section of the boat. Just defeat the enemies, including the one that pops out of the wall, and then grab your lovely, shiny, oh so wonderful JIGGY.

```
O-----O
| JIGGY COUNT: 86 |
O-----O
```

Now, head to the end of the boat towards the pipes. Head up and then jump over to that suspending rope from the crane near the witch switch. Climb up the ladder near here and then look for the toll thing. Pay it six eggs this time. Now you have created a nice shortcut (not that you will need it). Pay the other toll here with eight eggs to spawn a funky bridge with enemies. Carefully cross this bridge and then defeat the enemies to find your JINJO, revealing the JIGGY for you to claim.

```
O-----O
| JIGGY COUNT: 87 |
O-----O
```

Now, what is that explosive hanging from that rope doing? Well, if you Beak Barge the switch just near the crane, it will release the explosive, destroying a huge part of the lower deck. If you jump down there, you will find a huge hole for you to enter. So, do so, on your way to the last Jiggy of this sick level.

You will have to defeat tons of splitting boxes. I would recommend using Golden Feathers for an easy victory. You can always use regular attacks, but this is simply much more risky. Once you defeat each and every box, the JIGGY will show up, and you can finally exit this level.

```
O-----O
| JIGGY COUNT: 88 |
O-----O
```



now. Assuming you don't have enough, you can find one near another plany. You have to use the Golden Feather to get it though. There is one in the bush that can be accessed via the Wading Boots nearby.

Once you have transformed into the bumblebee, you should head for the large central tree. Look closely for another enemy flower pot and you can head right inside without being harmed to grab your first JIGGY.

```
O-----O
| JIGGY COUNT: 90 |
O-----O
```

Fly over to the beehive. Enter the small hole and claim your JINJO. Then, head back out. Head back towards Mumbo's Hut, but look closely for a JINJO in one of those flower pots. It is pretty easy to find if you just move slowly and listen for the Jinjo to whistle or yell. Once you grab it, head back to Mumbo and return to your normal form.

Now, head over to the beehive again, this time fluttering to the small areas on your left. You have done something similar to this in Clanker's Cavern. Try not to fall, or you could lose some valuable health. Take your time with each jump, in other words. Continue jumping until you reach some moving platforms. Jump on them to get to a ledge and walk across to find a Sun Switch. Pound this switch to activate the Summer season. For now, continue passed the gaps to find a bird nest with giant eggs inside. Use the Shock Jump pad behind the egg to get on top of the egg. Beak Bust the egg to find a bird. Ignore the sleeping bird for now, and continue onto the small wodden platforms.

Try really hard not to fall, or you will lose a lot of health and time. If you make it to the door in the tree, break it open and avoid the tentacle enemies to gain the second JIGGY.

```
O-----O
| JIGGY COUNT: 91 |
O-----O
```

The bad news: we only have 2 Jiggies so far. The good news: we are done with Spring. Head back out and enter Summer.

```
O-----O
| Summer |
O-----O
```

Just as you enter, you will see that same bird you cracked open. He wants 5 caterpillars, so you will need to collect them and feed them to him for your prize. Head to the left to find your third JINJO in the meadow, just peaking above the area. Just listen for him to find him.

Head northeast to find your first CATERPILLAR. Then head inside the dried up lake area to find the second CATERPILLAR just behind the tree. Remember that beaver we met before? Now we can deal with the boulder blocking his house, since the lake is dried up. Head over to Gnawty and Beak Bust the boulder. If you meet him inside his house, he will give you a reward. We cannot get inside though, because the slope is too steep for Banjo or the Talon Trot to climb. Wow, what a bummer. Instead, let's continue down the lake towards the end. If you locate the bird enemy, you will find the Fall Switch. Activate it for later uses.

Head back out of the lake to where you created that small flower. Gobi is here again, which means you must Beak Bust him to water your poor little flower.

This will make it grow slightly more, but not enough to trigger anything. Then, jump over to the small ledge near the lake to find CATERPILLAR number three. If you continue passed the meadow, you will find a fourth CATERPILLAR being guarded by a few bumblebee enemies. High Jump over to get this one.

Finally, head over towards Mumbo's Hut to find the firth CATERPILLAR just on the path. You cannot use Mumbo Magic, so don't even bother. Instead, we want to head up to where the bird is to gain are reward. To do this, head over to the sloping area, where the beehive was. Head right, instead of left into all those small alcoves. Continue until before a Shock Jump pad you see a JIGGY. Jump over to it.

```
O-----O
| JIGGY COUNT: 92 |
O-----O
```

Now, return back to the start of this area and head over to the beehive. If you climb to the top of the beehive, you will notice a little indent that you can Beak Bust to gain entrance to the beehive. Seems risky, eh? Nah, get your butt in there.

Just defeat all the enemies down here. They are easy to defeat, and even much easier to defeat with Golden Feathers. Once they are dead, claim your JIGGY.

```
O-----O
| JIGGY COUNT: 93 |
O-----O
```

This time, make your way into those small alcoves, Fluttering to each. At the last one, you will find another CATERPILLAR. Continue towards the high house above here. Enter this house and Flutter your way over to a 1-UP. To the left of this platform is another JIGGY as well, so grab that.

```
O-----O
| JIGGY COUNT: 94 |
O-----O
```

Finally, make your way up to the giant bird to feed him those five caterpillars that you promised. He will grow, but then fall back asleep. Ok, so I guess we don't get a prize yet. Continue towards the Summer Swithc to find one last CATERPILLAR for the road. For now, enter the Fall area.

```
O-----O
| Autumn |
O-----O
```

First thing, notice the water is back. So, swim into the lake and over to Gnawty's house. You can now grab that JIGGY that he rewarded you.

```
O-----O
| JIGGY COUNT: 95 |
O-----O
```

Now, head behind you slightly to a leaf pile and grab another CATERPILLAR. Continue back towards the north meadow, where you will find Gobi again. Make him water that darn flower one last time. It will now grow very large, and reveal a Jiggy way up high that you cannot get yet. For now, look up the two near leaf piles to find a JINJO and CATERPILLAR. For now, make your way to the path that leads to Mumbo's Hut. There are two CATERPILLARS around here. One is along the path, after the enemy bird. The other is inside Mumbo's Hut. Grab

both than exit the area. There is one other CATERPILLAR just below on a bridge near the water. Once you grab that, head back towards the beehive over to the alcoves near the large tree.

Continue up this path, defeating the enemies to find a CATERPILLAR. Once you get on top of the beehive, you will find another CATERPILLAR. With all that mumbo jumbo, you can finally jump to the large flower with the JIGGY on it.

```
O-----O
| JIGGY COUNT: 96 |
O-----O
```

Now, continue up the path that you WERE on, towards the large tree. Move from alcove to alcove, eventually grabbing the CATERPILLAR. Once you get to the tree, you will find a squirrel who needs 6 acorns. Just for the record, the Winter Switch is right by Eyrie, the large bird. So, pound that when you are ready to move on to winter. First, head around the house up here and break the window with a Rat attack. Grab the ACORN in here. Then, head out and enter the squirrel's house. In here, grab the CATERPILLAR and jump over to the next ACORN. Now, head up the slope using your Talon Trot and high jump over to the next ACORN. You must now Flutter over to the next ACORN in the air, and then land on the bridge and grab the near ACORN. Continue across the bridge to find the last ACORN. With all that said, head back to the squirrel to claim your JIGGY prize.

```
O-----O
| JIGGY COUNT: 97 |
O-----O
```

Take a deep breath, then enter Winter, the final portion of this level!

```
O-----O
| Winter |
O-----O
```

There are a few things to note. Those annoying snowman are back! That is the worst possible news anyone could receive. Also, ice cold water will screw with your oxygen, so beware. For now, head over to Mumbo's Hut to find a flying pad. Use this to get the JINJO on top of Mumbo's Hut and collect the JIGGY.

```
O-----O
| JIGGY COUNT: 98 |
O-----O
```

Go back to the flying pad. Gee, this would have been nice in PREVIOUS seasons, don't you think? Make your way up high towards Eyrie, the large bird. He will simply thank you for everything and give you your final JIGGY of this level. So, you still have some notes to collect, which I will leave up to you, but the Witch Switch will be explained.

```
O-----O
| JIGGY COUNT: 99 |
O-----O
```

Use the flying pad, again, and head up towards the tree house where you did much venturing before. Just below this is a snowman. And, just to the side of the snowman is the Witch Switch! Hit it and then grab anything else you might want. Now, head quickly back to Spring so you can use your Mumbo Magic and



B		-		B			
V		B		J			
-	D	J	-	M	B	-	G
V							
B							
START

-----  
Ok, so what are some of the questions? I will list all the questions below and the correct answers (and wrong answers). Some of this information was taken from Gold Mage, who really did a nice job of listening to all the questions of the game. I did my best trying to get all of the questions myself. I will list the questions by order of worlds. So, whatever world your question is in, use this division to help.

Key:

[x] - Wrong Answer  
[v] - Right Answer

-----  
World 1 - Mumbo's Mountain  
-----

"In Mumbo's Village in the middle,  
Which tall object solves this riddle?"

[x] - Lu-Be-Ju the Totem Pole  
[v] - Juju the Totem Pole  
[x] - Tojo the Totem Pole

"In Mumbo's Mountain you don't know,  
What does that big gorilla throw?"

[v] - Oranges  
[x] - Chocolates  
[x] - Barrels

"On Mumbo's Mountain in the lake,  
What in there make no mistake?"

[v] - A shoal of fish  
[x] - A dirty hippo  
[x] - A hungry shark

"Mumbo's Mountain is a thriller,  
What's the name of the gorilla?"

[v] - Conga  
[x] - Wonga  
[x] - Bonga

"Mumbo's Mountain, Bottles is there,  
Which move was learned, you stupid pair?"

[v] - Talon Trot  
[x] - Shock Jump  
[x] - Wonderwing Invulnerability

"Mumbo's Mountain is easy for sure,  
How many Jigsaws open it's door?"

- 1
- 2
- 3

"On Mumbo's Mountain, it's not dull,  
What's in the eye of Mumbo's Skull?"

- Something else
- Musical Notes
- Mumbo Token

"On Mumbo's Mountain, surrounded by sea,  
There's a Jinjo, what color is he?"

- Green
- Blue
- Black

"On Mumbo's Mountain, they look flash,  
How many huts were there to smash?"

- 6
- 5
- 8

"They've a tower in which they hide,  
On Mumbo's Mountain, what's inside?"

- Fatty the bat
- Ticker the termite
- Bongo the bee

-----  
World 2 - Treasure Trove Cove  
-----

"In Treasure Trove within this game,  
What is the leaking bucket's name?"

- Holey
- Leaky
- Mr. Sieve

"In Treasure Trove you need quick legs,  
Which of my nasties ate your eggs?"

- Lockup the Treasure Chest
- Snippet the crab
- Yum-yum the clam

"Jinjoes are a crafty lot,  
on Treasure Trove, where are they not?"

- Inside a giant treasure chest
- Under the pier at the start
- On top of a tree

"My hungry shark will end your game,  
On Treasure Trove, what's his name?"

- Slacker
- Snacker
- Stacker

"Of these items on the ground,  
On Treasure Trove was first found?"

- Gold Feathers
- Feather Dusters
- Red Feathers

"On Treasure Trove, there is a boat,  
What's its name, it doesn't float?"

- The Salty Hippo
- The Sweaty Rhino
- The Wobbly Whale

"Treasure Trove's got Cap'n Blubber,  
What's wrong with that sobbing lubber?"

- He'd lost his gold
- He wanted a drink
- He couldn't remember his name

"Treasure Trove got a treasure hunt,  
How many X's, you little runt?"

- More
- 6
- 5

"Treasure Trove's Sandcastle floor,  
Is missing a letter, guess once more?"

- X
- None of them
- Q

"Treasure Trove Cove had a feature,  
What was the giant armored creature?"

- A giant hermit crab
- A mighty tank
- A huge metal whale

-----  
World 3 - Clanker's Cavern  
-----

"Clanker's Cavern smells really stale,  
How many ways to get in the whale?"

- 6
- Less than 5

[v] - More than 4

"Clanker's cavern really stinks,  
His massive chain, how many links?"

[x] - 10

[v] - 8

[x] - 6

"Clanker the whale is stuck in the goo,  
In Clanker's Cavern, what does he do?"

[x] - Tour Guide

[x] - Massive dishwasher

[v] - Garbage grinder

"Clanker's Cavern whale needed air,  
What did you swim through way down there?"

[x] - A series of hoops

[x] - The sound barrier

[v] - A large key

"In Clanker's Cavern, it's a pain,  
What's attached to Clanker's chain?"

[x] - A colossal cauldron

[v] - A massive anvil

[x] - A huge boulder

"If you know this, please don't shout,  
In Clanker's Cavern the odd one out?"

[x] - Bolt

[x] - Anvil

[v] - Hammer

"Inside Clanker spinning fast,  
What was tough for you to get past?"

[v] - Rotating sawblades

[x] - Rotating merry-go-round

[x] - Rotating bones

"The whale's stomach is pretty grim  
Through how many hoops did you swim?"

[v] - 8

[x] - 7

[x] - Less than 7

"The whale's blowhole an object sat,  
In Clanker's Cavern, what was that?"

[v] - A giant bolt

[x] - A large crab

[x] - A big bubble

-----

World 4 - Bubblegloop Swamp

-----  
"Bubblegloop Swamp will test your mind,  
How many turtles did you find?"

- [v] - 8
- [x] - 6
- [x] - 7

"Bubblegloop's turtle opens wide,  
What did you hit to get inside?"

- [x] - His butt
- [v] - His feet
- [x] - His head

"Bubblegloop Swamp hides a treat,  
What in the water chomps your feet?"

- [x] - Electric toasters
- [v] - Piranha fish
- [x] - Electric Eels

"Bubblegloop turtle choir is swell,  
But what's on the back of each shell?"

- [x] - A bigger turtle
- [v] - A musical note
- [x] - A target

"In Bubblegloop Swamp's marshy mound,  
What thing's highest above the ground?"

- [x] - A muddy turtle
- [v] - A mud hut
- [x] - A turtle

"Inside Bubblegloop's giant egg,  
What's not inside you needn't beg?"

- [v] - An extra life
- [x] - A jigsaw piece
- [x] - A smaller egg

"In Bubblegloop Swamp, there is no doubt,  
Which one of these is the odd one out?"

- [v] - Green frog
- [x] - Red frog
- [x] - Yellow frog

"In Bubblegloop Swamp, tell me now,  
Which fact's made up by this old cow?"

- [x] - There are two different colored frogs
- [v] - Bottles teaches you two new moves
- [x] - It features two crocodiles

"Tell me now or your life I'll chomp,

The frogs' name in Bubblegloop Swamp?"

- Flibbits
- Stickups
- Stikkits

"The crocodiles in Bubblegloop Swamp,  
Give me the names of what they chomp?"

- Bubblied and dumblied
- Yummyums and bumbums
- Yumblied and grumblied

-----  
World 5 - Freezeezy Peak  
-----

"Boggy Bear is Freezeezy's clot,  
How many Jigsaws has he got?"

- Three
- Two
- Four

"Freezeezy's igloo isn't square,  
How many bears can fit in there?"

- Five
- Four
- Three

"Freezeezy's Slalom course is crass,  
Through how many gates do you pass?"

- 48
- 38
- 28

"Freezeezy Peak is rather cold,  
But what does the huge snowman hold?"

- A broom
- A Game Boy
- A shovel

"Freezeezy's snowman's giant scarf  
What are it's colors that make me barf?"

- Orange and red
- Yellow and red
- Green and grey

"Freezeezy Peak is full of snow,  
But which of these isn't on show?"

- A pathetic polar bear
- A wobbly walrus
- A slippery seal

"Here's three facts on Freezeezy Peak,  
the one that's true is what you seek!"

- [x] - Five giant ice cubes live there
- [x] - There are five snowmen
- [v] - It features five bears

"On Freezeezy Peak you have been,  
But which of these can't be seen?"

- [v] - Christmas Pudding
- [x] - Christmas Presents
- [x] - Christmas Tree

"The walrus on Freezeezy Peak,  
What's his name that I now seek?"

- [v] - Wozza
- [x] - Wazza
- [x] - Gazza

-----  
World 6 - Gobi's Valley  
-----

"Above the sand you see it glide,  
In Gobi's Valley what's the ride?"

- [v] - A magic carpet
- [x] - A magic genie
- [x] - A magic taxi cab

"An easy one, or maybe a jinx,  
how many carpets in Gobi's sphinx?"

- [x] - 4
- [x] - 6
- [v] - 5

"From Gobi's Pyramid it spills,  
What empties out, the moat it fills?"

- [x] - A hoard of mummies
- [x] - Sand
- [v] - Water

"Gobi's Valley had many a trick,  
How many pyramids, take your pick?"

- [x] - 5
- [v] - 4
- [x] - 3

"Gobi's cactus conceals a prize,  
Tell me what if you think you're wise!"

- [v] - An extra honeycomb piece
- [x] - A piece of sponge cake
- [x] - A jigsaw piece

"Gobi's Camel on vacation,  
what's he got at his third location?"

- [x] - Nothing
- [x] - A jigsaw
- [v] - An extra honeycomb piece

"In Gobi's Valley, there's a tree  
On it's head, what can you see?"

- [x] - A leafy wig
- [v] - A hat
- [x] - A pair of sunglasses

"In Gobi's Valley lurks a hand,  
Who hides a Jiggy in the sand?"

- [x] - Robba the Mummy Hand
- [v] - Grabba the Mummy Hand
- [x] - Dabba the Daddy Hand

"In a pyramid some tiles you match,  
Who's not included in this batch?"

- [x] - Mumbo Jumbo
- [x] - Jinjo
- [v] - Gruntilda

"The charmer helps you on your way,  
In his pyramid what did you pay?"

- [v] - Some blue eggs
- [x] - Some gold feathers
- [x] - Some gold bullion

-----  
World 7 - Mad Monster Mansion  
-----

"A ghostly hand who has a sway,  
In the church what did he play?"

- [x] - An electric guitar
- [x] - A piano
- [v] - An organ

"In Monster Mansion you can creep,  
But what wakes the ghost from his sleep?"

- [v] - Banjo treads on the creaky floorboards
- [x] - Banjo sets off his alarm clock
- [x] - Banjo hits him with a plank of wood

"Mansion cellar barrels are round,  
What on the front of them was found?"

- [x] - The words "Get lost Banjo"
- [x] - The word "Fragile"

[v] - The numbers "1881"

"Mad Monster Mansion is real hard,  
But what's not found in the graveyard?"

- [v] - Ghosts
- [x] - Flowers
- [x] - Gravestones

"Mad Monster Mansion's graveyard pots,  
What appeared from them, there were lots?"

- [x] - A bunch of bananas
- [v] - A bunch of flowers
- [x] - A bunch of feathers

"Playing my music is his game,  
What's the church ghost hand's name?"

- [x] - Strausand
- [v] - Motzand
- [x] - Bachand

"Part of Monster Mansion's race  
What's the time on the church clock's face?"

- [v] - Nothing, it's hands have fallen off
- [x] - Midnight
- [x] - Midday

"One doesn't exist, furry twit,  
In Mad Monster Mansion, which is it?"

- [x] - Bathroom
- [x] - Cellar
- [v] - Kitchen

"The haunted mansion in my ground,  
How many ways in could be found?"

- [v] - 9
- [x] - 7
- [x] - 8

-----  
World 8 - Rusty Bucket Bay  
-----

"Captain's cabin in Rusty bay,  
What's on the bed duvet, I say?"

- [x] - Flowers
- [v] - Anchors
- [x] - Propellers

"Get this wrong, you little toad,  
Rusty Bay's whistles, what's the code?"

- [v] - 312-111

[x] - 321-123

[x] - 213-111

"Here's three facts about Rusty Bay,  
Pick the one that's true today?"

[x] - The engine room has four cogs

[v] - There are four lifeboats

[x] - The ship has three funnels

"In Rusty Bay you may have been,  
But what on the walls isn't seen?"

[x] - Toll 8

[v] - Toll 7

[x] - Toll 6

"In Rusty Bay, you act the clown,  
Which of these can't you slow down?"

[x] - The spinning fan blades

[x] - The rotating propellers

[v] - The turning cogs

"Rusty Bay's crane hangs over the side,  
It holds a box but what's inside?"

[x] - 3 Extra Lives

[x] - Grunty's expensive new Hi-Fi

[v] - TNT

"The box in the hold of Rusty Bay  
Homey to break would you say?"

[x] - 9

[x] - 11

[v] - 15

"The Rusty Bucket is a tanker,  
What's stuck underneath its anchor?"

[v] - A dumb dolphin

[x] - A silly seahorse

[x] - A clueless crab

"This run of luck will have to stop,  
Big ship's third funnel, what's on top?"

[x] - A mumbo token

[x] - A jigsaw piece

[v] - There is no third funnel

"The galley fridge in Rusty Bay,  
Tell me what on the shelves lay?"

[v] - Kazooie Eggs

[x] - Grunty's high fat spread

[x] - Red feathers

-----  
World 9 - Click Clock Wood  
-----

"Click Clock's Beaver is really dumb,  
What's the problem that makes him glum?"

- [v] - He can't get in his house
- [x] - His head has fallen off
- [x] - He's got nothing to eat

"In Click Clock Wood a big oak grew,  
Which of these is the one that's true?"

- [v] - The leaves are largest in summer
- [x] - The squirrel is outside in winter
- [x] - The grass is highest in autumn

"In Click Clock Wood, I have no doubt,  
In which season is there a drought?"

- [x] - Autumn
- [x] - Winter
- [v] - Summer

"In Click Clock Wood, the eagle's lame,  
Can you recall the stupid bird's name?"

- [x] - Beerie
- [x] - Goldie
- [v] - Eyrie

"In Click Clock Wood, the shaman's dumb,  
What useless creature do you become?"

- [v] - A bumble bee
- [x] - A squirrel
- [x] - A snail

"In the Wood for the plant to grow,  
What in the ground must you sow?"

- [x] - A seed
- [v] - An egg
- [x] - A bomb

"In Click Clock Wood, he's the king,  
What's the squirrel doing in spring?"

- [x] - Sleeping in his bed
- [x] - Looking for the beaver
- [v] - Eating his nuts

"The Click Clock eagle that you meet,  
how many autumn worms will he eat?"

- [x] - 5
- [x] - 25
- [v] - 10

"The giant plant in Click Clock Wood  
How's it get water for it's bud?"

- [x] - From a giant watering can
- [v] - From a camel
- [x] - From Kazooie's special water eggs

-----  
Non-World Specific Questions  
-----

"At Mumbo's Skull you made a stop,  
How many feathers were on top?"

- [x] - 4
- [v] - 3
- [x] - 2

"Get this wrong, make a mistake,  
Which color Jingo is a fake?"

- [x] - Green
- [x] - Yellow
- [v] - Brown

"In Spiral Mountain, fields are green,  
Which veggie baddie isn't seen?"

- [x] - Topper the carrot
- [x] - Collywobble the cauliflower
- [v] - Spuddy the potato

"Me and her look just the same,  
Grunty's sister what's her name?"

- [v] - Brentilda
- [x] - Bruntella
- [x] - Boghandle

"She will soon be fat and lame,  
What is your little sister's name?"

- [v] - Tooty
- [x] - Looty
- [x] - Booty

"Spiral Mountain's got my face,  
How many molehills in this place?"

- [x] - 9
- [v] - 8
- [x] - 7

"You can't win, I've been assured  
How many squares are on this board?"

- [x] - 113
- [v] - 94
- [x] - 78





4. On the platforms just passed Conga.
5. Inside the termite house, on the second level.

```
 / ----- \ _____  
 | O--Level 2 - Treasure Trove Cove--O | _____  
 \ ----- /
```

1. Break the entrance to the ship to find the token in the water.
2. Climb the large pole in the center of the ship.
3. Use the Shock Jump pad right next to Bottles, straight in the air.
4. Right where you enter the lighthouse is the token.
5. Just behind Nipper's shell in the water is another token.
6. Inside the chomping treasure chest near the sea.
7. Inside the chomping treasure chest near the sea (same one).
8. Follow the secret red markings. When you get to a ?, head down to find the token near the sea.
9. Near the large semi-circle arc.

```
 / ----- \ _____  
 | O--Level 3 - Clanker's Cavern--O | _____  
 \ ----- /
```

1. Just inside Clanker's left tooth on the small platform.
2. Above the starting point via the black pipe.
3. Use the Shock Jump pad near Clanker's fin to find the area with the token.
4. Near Clanker's tail is a platform with the token.
5. Deep in the main area is a pipe with a token inside.

```
 / ----- \ _____  
 | O--Level 4 - Bubblegloop Swamp--O | _____  
 \ ----- /
```

1. Head to the left from the start and use the Wading Boots to find the token just behind the first Jinjo.
2. Up the winding path after the Jiggy Switch.
3. Inside the Dragon nose.
4. Inside Mumbo's Hut, just behind him.
5. Behind Mumbo's Hut.

6. In the hut area, there is a token in the water under the platforms.
7. In the hut area, there is a token to the right of the Shock Jump pad, in the air, heading to where the golden crocodile usually is.
8. In the hut area, there is a token in the water under the platforms (again).
9. Climb the pole just next to the pink egg, cracked for a Jiggy.
10. In Tip Tank.

```

/ ----- \
| O--Level 5 - Freezeezy Peak--O |
\ ----- /

```

1. Head inside the igloo at the start to find the first token.
2. Near the trunk of the christmas tree.
3. A reward for defeating a snowman enemy.
4. A reward for defeating a snowman enemy.
5. Automatically gain this one when you find the sled way up top.
6. In the icy water next to the large snowman.
7. In the center area near the snowman's legs.
8. Near the many houses on the right side of the main area.
9. Near the beginning of the snowman's scarf.

```

/ ----- \
| O--Level 6 - Gobi's Valley--O |
\ ----- /

```

1. At the far end of the large Sphinx, inside of course.
2. Just ahead of the nose of the large Sphinx.
3. Inside the Kazooie target building.
4. Use the Wading Boots behind the Sphinx and head left to find the Token.
5. In the hexagonal area, once filled with water, at the very bottom.
6. In the air near the large pyramid in the middle.
7. At the door of the Running Shoes building.
8. Inside the mini-game memory game.
9. In King Sandybutt's tomb, at the exit there is a token in one of the jars.

```

/ ----- \
| O--Level 7 - Mad Monster Mansion--O |
\ ----- /

```

\ \_\_\_\_\_ /

1. In the garden-like maze.
2. In the garden-like maze.
3. On top of the barn emitting light in all directions. On the right side.
4. Check behind the graves. There is a token behind one.
5. Near the entrance to the clocktower.
6. On top of the church.
7. In the mini-game room at the roof near the organ.
8. Inside the well near the Jiggy. You must use Mumbo Magic.
9. Near the fountain, next to the Jinjo.
10. Just next to the barn with the other token.
11. In a barrel inside the cellar, located at the back of the mansion.
12. At the top of the mansion, on the roof.
13. In a window on the third floor of the mansion.
14. Just next to the toilet, inside one of the windows.

/ ----- \ \_\_\_\_\_  
| O--Level 8 - Rusty Bucket Bay--O | \_\_\_\_\_  
\ \_\_\_\_\_ /

1. Use the toll next to the start to find a token near the bridge.
2. In the engine room near the large propeller.
3. In the engine room near the large propeller.
4. In the platform in the engine room.
5. Near the poisonous area.
6. The large garbage boxes contain a token.
7. The large garbage boxes contain a token (smash the middle one).
8. Inside the window on the ship.
9. In the storage room.
10. Inside one of the huge pipes near the ship.

/ ----- \ \_\_\_\_\_  
| O--Level 9 - Click Clock Wood--O | \_\_\_\_\_  
\ \_\_\_\_\_ /



-00-

The majority of enemies in this game are simple one hit kills, so there is really no strategy I can give you. However, there are a few enemies that I would like to explain.

First, the large snowman who throw snowballs at you. You can defeat these by using the Beak Bomb, while flying, right at the X on their hat. Sometimes people get confused about how to kill them.

For the most part, the enemies in the water are not parishable. I would just ignore them, as they are usually slow and do not bother you much. Of course, there is always Snacker, the fast shark. You don't want to mess with the load of bad.

The Tentacles are not defeatable. You just have to dodge them. Of course, you can always use your Golden Feathers if you want.

As for the rest, they basically just give you health. So, if you need health use a simple roll or Rat-a-tat Rap to defeat one of the enemies in the level. Nothing more really to say in this section.

-00-

## 4.2 Items

[B-K-ITEMS]

-00-

Welcome to the Items section of this game. I will list all of the items, give a short description of the item, and describe its function. You should be really familiar with most of these items as you progress through the game, so you might as well get a head start and learn about them before playing certain parts of the game. Some of these items are more important than you think!

```

/ ----- \
| 0--Item #1 - Honeycomb--0 |
\ ----- /

```

The standard Honeycomb is a unit of energy. You will start with five total honeycombs. Most enemies take one or two honeycombs away from you per hit, so you will need these often. You can find Honeycombs in beehives, which dispense three units. Enemies always give you health when defeated as well. Just keep an eye on your health bar at all times and make sure honeycombs are usually full.

```

/ ----- \
| 0--Item #2 - Hollow Honeycomb--0 |
\ ----- /

```

The Hollow Honeycomb is much rarer than the standard honeycomb. These units are well hidden in each world, with two existing in each level. If you collect a total of six of these, you will gain an additional honeycomb slot to be filled with the standard honeycombs. So, with nine worlds, 2 Hollow Honeycombs in each, you can gain a total of 18 honeycombs, which adds three total honeycombs to your health bar. That is PRETTY worth it, if you ask me.

```

/ ----- \
| 0--Item #3 - Jiggies--0 |
\ ----- /

```

Jiggies are the golden puzzle pieces that you are working for throughout the game. There are a total of 100 Jiggies in the game. You must complete little tasks throughout each level to gain each Jiggy. The Jiggies can usually all be obtained in one visit of a level. There are a few minor exceptions to this, but that is the basics. You use Jiggies to open new levels, and eventually to fight the final boss. There are ten Jiggies in each world, and 10 in Grunty's Lair, the main section of the game.

```
 / ----- \
 | O--Item #4 - Musical Notes--O |
 \ ----- /
```

Musical Notes are the lighter collectibles in each world. Your goal is to grab all 100 notes in each level. They are not hidden that well, so it should be rather easy to find all 100 in each world. You use notes to open Note Doors, which I will explain next.

```
 / ----- \
 | O--Item #5 - Note Doors--O |
 \ ----- /
```

Note Doors are the red doors found throughout Grunty's Lair. They have numbers on them, indicating the number of total Musical Notes that you need to pass that particular area. For the most part, the requirements in this game are really easy, so you should not really have a whole lot of difficulty passing these doors. Enough said about that.

```
 / ----- \
 | O--Item #6 - Kazooie Eggs--O |
 \ ----- /
```

Kazooie Eggs are the blue eggs that you find all throughout the levels. You can use these to shoot at enemies, or at spider webs, or breakable walls. They are really not very effective. I don't like to use them unless I really have to, which is not really that often. You should probably know when you need to use them. Sometimes you need to insert a toll or something, which means use the kazooie eggs.

```
 / ----- \
 | O--Item #7 - Red Feathers--O |
 \ ----- /
```

Red Feathers are pretty easy to find all throughout Banjo Kazooie. You can use these to fly in the air, after releasing on a flying pad. Each push into the air will cost one Red Feather. Also, doing a Beak Bomb will cost one Red Feather. In general, these won't run out because you start with 50, and you can increase that to 100. Useful item, still.

```
 / ----- \
 | O--Item #8 - Gold Feathers--O |
 \ ----- /
```

Gold Feathers are similar to Red Feathers, but much rarer. You can use them to do the Invincibility move, which is very useful. You only start with 10 of these feathers, but you can upgrade to 20 maximum. When you are facing tough enemies, I would recommend using the Gold Feathers as support. Often, people forget about them. Honestly, you don't need them if you are a good gamer, but still, the game put these items for you to use for a reason, right?



#### Mini-Game - Mr. Vile's Eating Contest - Bubbleloop Swamp

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Mr. Vile's Eating Contest is pretty difficult, especially if you do not have the faster running shoes (which aren't obtained until later in the game). Still I beat this mini-game without the shoes, so it can't be THAT hard. Anyway, there are three rounds to the game. The first round, you will have to eat the red vegetables that pop out of the ground. For each one you eat, you gain a point. Mr. Vile also eats them, and gains points. Your goal is to have eaten more than Mr. Vile within the time limit. The second game is simply eating the red vegetables, and avoiding the yellow vegetables. This is slightly harder because there are less red ones to eat, which means after gulp is pretty important. Finally, the third match is eating whichever vegetable is on the screen above. Of course, the tactics to beating Mr. Vile are the most important so I will get to them right now. Basically, eating the same amount as Mr. Vile is really easy. It is getting that one or two more that makes it so difficult. Therefore, if you simply sit away from Mr. Vile and eat, you won't have a good chance of winning. Instead, you have to use your intelligence over what Mr. Vile is programmed to do. Basically, Mr. Vile always goes for the nearest vegetable. So, stick right next to him and eat that nearest vegetable BEFORE he does, causing him to waste tons of time. If you continue to do this (really more for the last couple rounds) you will be able to beat him even without the fast running shoes. Good luck with this one. If you beat him, he will give you a JIGGY. If you lose, he will take some health away!

#### Mini-Game - Boggy's Sled Race - Feezeezy Peak

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Boggy only accepts challenges with smaller opponents, so you must be the walrus in order to challenge him. Hop onto your sled. You can still jump on the sled, and you will need to at points. Your goal is to follow the flags. The pathway is really simple. There are a few points where you have to jump to flags that are located ON top of houses. Jump to gain these. Try to take advantage of corners. Anticipate where the next flags will be, then use the corners to your advantage. Whenever you travel up an icy slope, keep jumping to go much faster. Finally, gain the JIGGY once you beat him.

#### Mini-Game - Mummy Matching - Gobi's Valley

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A mummy will be chasing you throughout this 100 second matching game. You can always stun it by hitting it, but it will never die. You must Beak Bust the squares of the room to reveal a certain picture of an item. Then, you must find the matching picture. It is just like the game Memory. Honestly, it should be really easy within this time limit. Just go one by one, remembering where a couple are, then find those matches. Never try to remember more than three, because then it gets confusing. Once you are finished, grab the JIGGY in the middle of the area.

#### Mini-Game - Bucket Spelling - Mad Monster Mansion

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This mini-game is similar to that in Treasure Trove Cove. You will have to spell out the same old boring Banjo Kazooie. To do this, jump into the bucket and jump on the designated letters. The trick, however, is that you must dodge the enemy. There is a ghost that will chase you, so watch out. Also, there is a witch area that will hurt you if you jump on it! Spell the words out and you gain a JIGGY.

#### Mini-Game - Organ Playing



There are tons of codes in Banjo Kazooie. But, with most codes, there comes corruptions of saved files, etc. So, I would use these codes only for back-up files, at your own risk. I never use these, I just found them on the GameFAQs code page for this game. All of these codes must be entered at the sand castle in Treasure Trove Cove (where you entered Banjo Kazooie for a Jiggy). Enjoy.

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"CHEATANENERGYBARTOGETYOUFAR"  
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Function: Places your health bar to 8 total honeycombs.

-----  
"CHEATDONTBEADUMBOGOSEEMUMBO"  
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Function: Places 99 Mumbo Tokens in your total.

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"CHEATGIVETHEBEARLOTISOFAIR"  
-----

Function: Gives your infinite amount of oxygen while swimming.

-----  
"CHEATBANJOBEGSFORPLENTYOFEGGS"  
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Function: Gives you unlimited number of Kazooie eggs to shoot.

-----  
"CHEATGOLDENGLOWTOPROTECTBANJO"  
-----

Function: Gives you unlimited number of Golden Feathers. Yikes.

-----  
"CHEATLOTSOFGOESWITHMANYBANJOS"  
-----

Function: Gives you unlimited number of 1-Ups, if ever you needed it.

-----  
"CHEATNOWYOUCANFLYHIGHINTHESKY"  
-----

Function: Gives you unlimited number of Red Feathers for flying.

-----  
"CHEATNOWINTOTHEWAMPYOUCANSTOMP"  
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Function: Opens the door to Bubblegloop Swamp.

-----  
"CHEATTHERESNOWHEREDANKERTHANINWITHCLANKER"  
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Function: Opens the door to Clanker's Cavern.

-----  
"CHEATTHISONESGOODASYOUCANENTERTHEWOOD"  
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Function: Opens the door to Click Clock Wood.



2. CJayC - Running an excellent website, [www.gamefaqs.com](http://www.gamefaqs.com).

3. Gold Mage for Grunty's Furnace Fun information. Really appreciate it.

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5.1 Final Words

[B-K-FINAL]

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Well, this is all I can offer you for this game. I have tried my best to cover all the aspects of the game so that your life is a heck of a lot easier. My contributor name is Androgynous, so be sure to use my other walkthroughs for other games. I hope this has helped you in what you were looking for, and if it has not, I would encourage you to e-mail me. I will always e-mail you back if you ask a worthy question that is not in my FAQ. Remember, you can look in my e-mail section for more information. Take care, and g'night from nm14 headquarters!

All of my work can be found at:

<http://www.gamefaqs.com/features/recognition/32285.html>

-EOD-

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